

OTHERWORDLY PATRON: THE ELDER STARS

Whenever you gaze upon the night sky, you can see the flickering radiant lights on the far beyond. Many believe the stars tell stories. Monuments crafted by divine power to form images and provide guidance to poor mortal souls. However there still lurk stars that appear and dissapear from the night sky.

Corpse stars that shine brightest on days of great tragedy, dread stars that move across the sky to lure sailors into dangerous waters. And of course stars that despise mortal life and seek nothing but to destroy it.

Astronomers, who chart the movement of the stars are well known to avoid contact with such beings. As they whisper into your mind as you study them, and gaze upon you every night.

Acamar, Caiphon, Ulban, Hadar are but some of the names for these stars. As a collective they are known as the Elder Stars. Warlocks who willingly seek to understand and follow these stars learn the eldritch secrets to power. These men sit on the verge of sanity, often driven to madness by the influence of the stars themselves. Those who remain sane enough to form thought have been known to jump across space, shine dread radiant energy upon their foes and read the stars to know the future.

EXPANDED SPELL LIST

The Elder Stars allow you to choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

THE ELDER STARS SPELL LIST

Spell Level	Spells
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1st	<i>Guiding Bolt, Bane</i>
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2nd	<i>Moonbeam, Augury</i>
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3rd	<i>Spirit Guardians, Clairvoyance</i>
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4th	<i>Arcane Eye, Locate Creature</i>
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5th	<i>Dawn, Scrying</i>
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DIRE RADIANCE

Starting at 1st Level, the Elder Stars have given you the ability to bend space at their whims. Whenever you deal damage to a creature or a creature fails the spell save DC for a spell you cast you can teleport the creature 5 feet in any direction. The creature must end this teleportation in an unoccupied space that you can see or have seen. Creatures on the ground teleported this way must end this teleportation on the ground.

When you reach 5th level and again at 9th, 13th and 17 level the total distance you can teleport a creature increases by 5 feet. You can use this feature a number of times equal to your Charisma modifier (minumum of 1) and regain all uses after a long rest.

CAIPHON'S LEAP

At 6th Level the stars have revealed to you the astral pathways in the universe. During your turn you can use your movement to magically teleport to a location 20 feet away. You must be able to see this location and are unable to move again unless you spend your action to Dash. If you use this feature while prone you are no longer prone at the end of the teleportation.

STARBORN

At 10th Level the continuous study of the stars have caused an effect on your body and mind. You gain resistance to radiant damage. Additionally whenever you spend a spell slot to deal radiant damage to an enemy you can choose to end a condition on you or neutralize a poison.

WRATH OF ACAMAR

At 14th level whenever you hit an enemy with a spell or an enemy fails a spell save DC for a spell you cast, you can transport them to the starry realm. The enemy spends it's next action making a Charisma Saving Throw to escape the starry realm. When they save, they take 4d12 radiant damage for every turn spent in the starry realm and return to an unoccupied space within 30 feet from their original position of your choosing. When a creature returns it is also stunned until the end of your next turn.

Once you use this feature you can't use it again until you finish a long rest.



Credit: Chris Seaman

ELDRITCH INVOCATIONS

If an invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time you meet its prerequisites. A level prerequisite refers to a level in this class.

BOOK OF COSMIC PROPHECY

Prerequisite: Path of the Tome, Elder Stars Patron

As long as you have your Book of Shadows, you are able to cast any non-damaging divination spell you know without spending a warlock spell slot.

RADIANT BLAST

Prerequisite: eldritch blast cantrip, Elder Stars patron

When you cast eldritch blast, the damage die changes to a d8 and the damage is now radiant. Also, enemies hit by eldritch blast have disadvantage to attack rolls until the start of your next turn.

READ THE STARS

Prerequisite: 7th Level, Elder Stars patron

You can cast Locate Object at will without expending a spell slot. Additionally you can cast Locate Creature without using a warlock spell slot once per long rest.

SACRIFICE TO ULBAN

Prerequisite: 5th Level, Elder Stars patron

When you expend a spell slot to cast a warlock spell and that spell misses its spell attack roll or every creature successfully saves against the effect you can choose to deal necrotic damage equal to twice your warlock level. If you do, the spell has no effect and you regain the expended spell slot.

SPAWN OF GIBBETH

Prerequisite: Path of the Chain, Elder Stars patron

Whenever your familiar is within your space, you can teleport it 30 feet to an unoccupied square. After this movement every creature of your choosing within 5 feet must make a Wisdom saving throw against your spell save DC or be dazed until the end of your next turn.

STARSHADOW BLADE

Prerequisite: Pact of the Blade, Elder Stars patron

Your pact weapon can emit bright light up to 20 feet and an additional 20 feet of dim light. Also, whenever you reduce an enemy to 0 hit points using your pact weapon, you can spend your bonus action to force a hostile creature within 30ft to make a Dexterity saving throw vs your spell save DC or be blinded until the end of your next turn.

TWIN LEAP

Prerequisite: Caiphon's leap feature

Whenever you would teleport using your Caiphon's Leap you can choose to teleport an ally within 5 feet with you. At the end of the teleport your ally must be in an unoccupied space 5 feet from you.